

MARVEL® COMICS GROUP

APPROVED  
BY THE  
COMICS  
CODE  
AUTHORITY

HANNA-BARBERA's

THE  
**FLINTSTONES**

35¢ cc  
# 5  
02081



HANNA-BARBERA'S  
THE FLINTSTONES

# DINO, COME HOME

NO, NO, NO! DINO, YOU CAN'T  
BURY A BONE IN THE  
FLOWER BED!

HOW MANY TIMES  
DO I HAVE TO TELL  
YOU BEFORE YOU'LL  
LISTEN?

YIP?

MARK EVANIER, WRITER  
ROGER ARMSTRONG, ARTIST  
JOE PRINCE, INKER  
GARRETT GAFFORD, COLORIST

YOU'RE JUST ONE HEADACHE AFTER  
ANOTHER! WHY, FOR TWO DOLLARS,  
I'D SELL YOU!

TWO  
DOLLARS?

SOLD!  
AND  
HERE'S  
YOUR TWO  
DOLLARS!

HUH? BUT I  
... BUT I ...  
... BUT...

C-860

THE FLINTSTONES\* is published by MARVEL COMICS GROUP, James E. Galton, President, Stan Lee, Publisher. Office of Publication: 575 Madison Avenue, New York, N.Y., 10022. Published Bi-Monthly. Copyright ©1978 HANNA-BARBERA PRODUCTIONS, INC. International copyright secured. All rights reserved. The advertising and editorial material appearing on pages 12, and 29 only, Copyright ©1978 MARVEL COMICS GROUP. A Division of Cadence Industries Corporation. All rights reserved. Vol. 1, No. 5, June, 1978 issue. Price 35¢ per copy in the U.S. and Canada. Subscription rate: \$4.50 for 12 issues. Canada: \$6.50. Foreign: \$8.50. No similarity between any of the names, characters, persons, and/or institutions in this magazine with those of any living or dead person or institution is intended, and any such similarity which may exist is purely coincidental. Printed in the U.S.A. This periodical may not be sold except by authorized dealers, and is sold subject to the conditions that it shall not be sold or distributed with any part of its cover or markings removed, nor in a mutilated condition. Application for second class postage pending at New York and additional mailing offices.

\*Trademark of HANNA-BARBERA PRODUCTIONS, INC.



SOON,  
IN  
THE  
HEART  
OF  
TOWN...

YOU SOLD  
DINO...  
DEAR,  
SWEET  
ADORABLE  
DINO??

BARNEY, DON'T  
YOU START  
WITH ME! I TOLD  
YOU... IT WAS  
A MISTAKE!

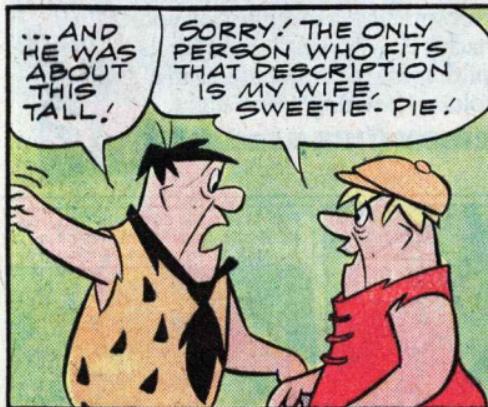


ALL DAY, FRED AND BARNEY  
QUESTION PEOPLE ....

... AND  
HE WAS  
ABOUT  
THIS  
TALL!

SORRY! THE ONLY  
PERSON WHO FITS  
THAT DESCRIPTION  
IS MY WIFE,  
SWEETIE- PIE!

AND, HAVING HAD NO SUCCESS,  
FRED SPENDS A NONE- TOO-  
PEACEFUL NIGHT ON THE  
COUCH ...



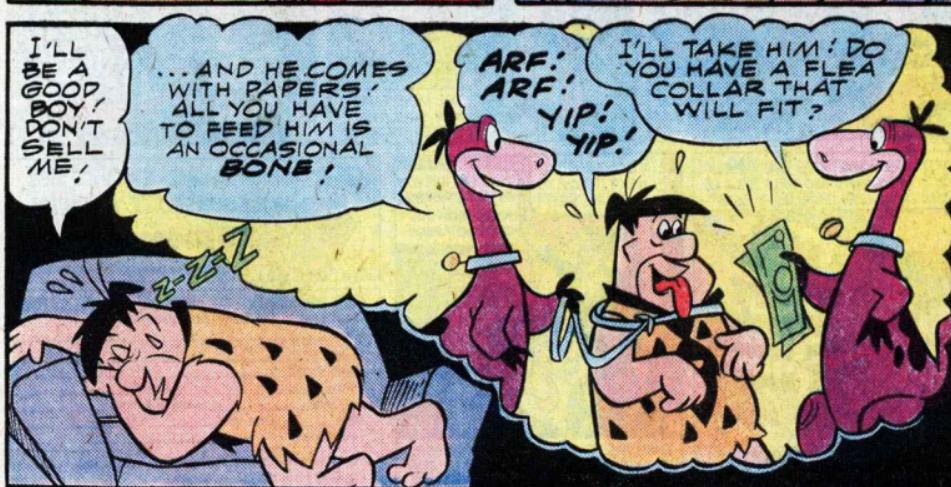
I'LL  
BE A  
GOOD  
BOY!  
DON'T  
SELL  
ME!

... AND HE COMES  
WITH PAPERS.  
ALL YOU HAVE  
TO FEED HIM IS  
AN OCCASIONAL  
BONE!

ARF!  
ARF!

YIP!  
YIP!

I'LL TAKE HIM! DO  
YOU HAVE A FLEA  
COLLAR THAT  
WILL FIT?



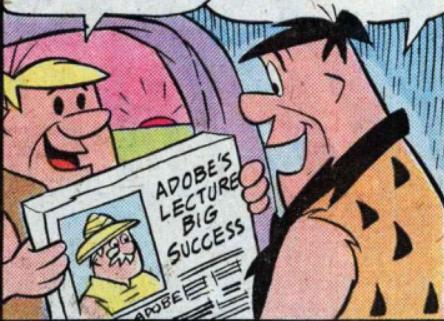
I'LL ROLL OVER! I'LL PLAY DEAD! I'LL.....

FRED! SOMEONE'S AT THE DOOR! ANSWER THE DOOR, FRED!

IT'S HIM! IT'S THE MAN WHO BOUGHT DINO! WE'LL LOOK HIM UP FIRST THING IN THE MORNING!



I GOT UP EARLY FOR THE MORNING PAPER AND SAW THIS MAN'S PICTURE. IT FITS YOUR DESCRIPTION!



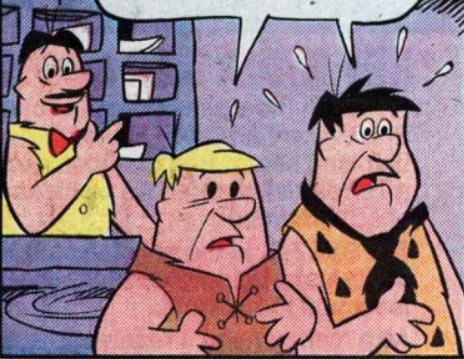
BUT... DR. ADOBE CHECKED OUT LAST NIGHT, AFTER HIS LECTURE. HE'S AN EXPLORER, YOU KNOW, OFF TO DO RESEARCH...

ANY IDEA WHERE?



I BELIEVE HE SAID SOMETHING ABOUT TYRRANOLAND!

TYRRANOLAND?



THERE'S JUST ONE THING TO DO = CHARTER A FLIGHT....

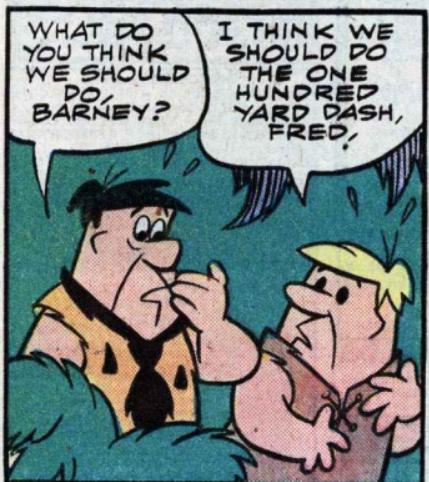
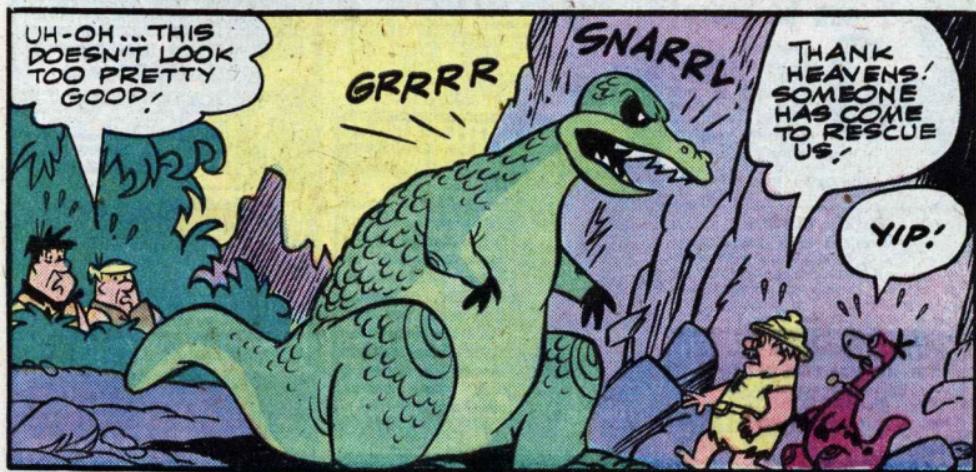
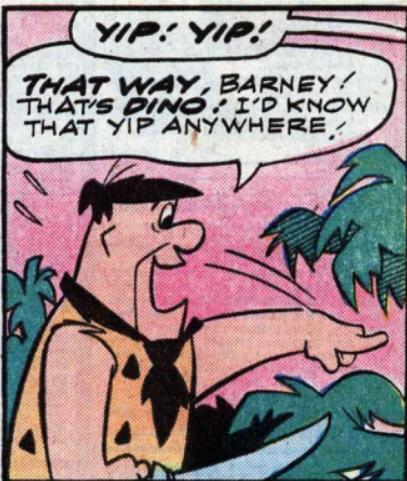
THIS WHOLE AREA OF TYRRANOLAND IS COMPLETELY UNCHARTED AND VERY DANGEROUS...

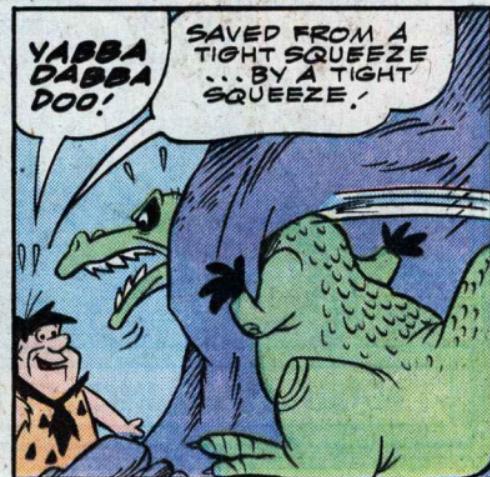
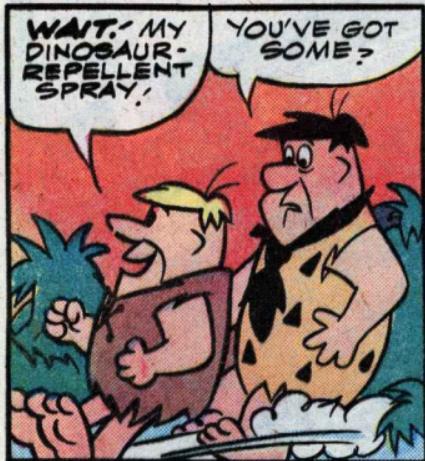
THAT'S WHERE YOUR DR. ADOBE SAID HE WAS GOING TO EXPLORE!

WHY COULDN'T HE HAVE TAKEN UP STAMP COLLECTING?



AFTER HOURS OF SEARCH....





BUT I HAVE  
TO STUDY THE  
TERRAIN...  
THE GEO-  
PHYSICAL  
STRATA...

FORGET THAT GEO-  
WHATCHAMACALLIT  
DOC! LET'S GET OUT  
OF HERE BEFORE  
SMILEY GETS  
LOOSE!

SOON,  
FAR  
AWAY...

I WON'T GIVE  
HIM UP!

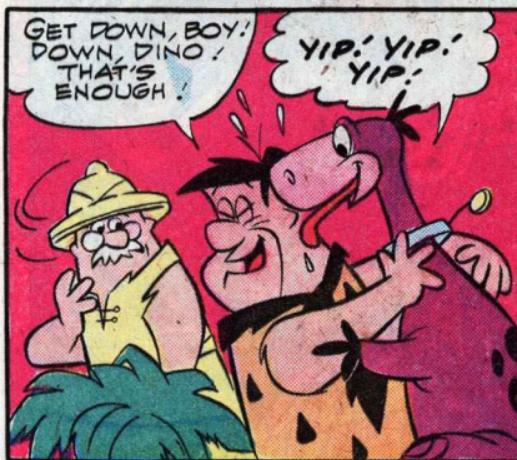
OH, NO... THAT  
DINO IS MINE!  
I PAID FOR  
HIM AND

CAN  
YOU  
EVER  
FORGIVE  
ME,  
DINO?



GET DOWN, BOY!  
DOWN, DINO!  
THAT'S  
ENOUGH!

YIP! YIP!  
YIP!



AND  
SO...

GOO  
WA  
GOO  
GA DEE  
NO!

FRED, I'M SORRY I  
ACTED THE WAY I DID!  
WHEN WILL YOU  
FORGIVE  
ME?

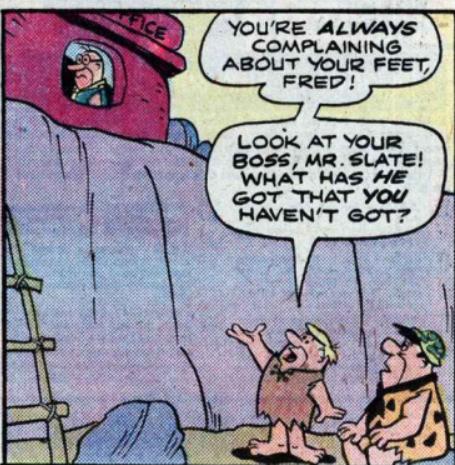
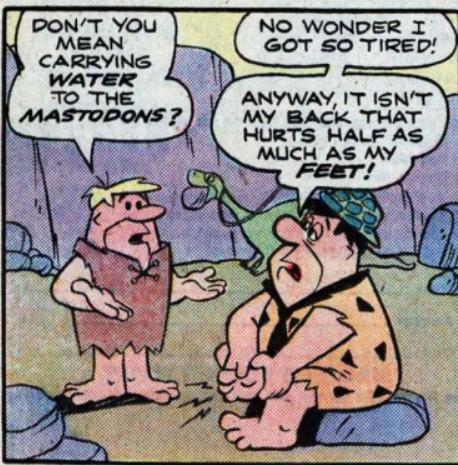
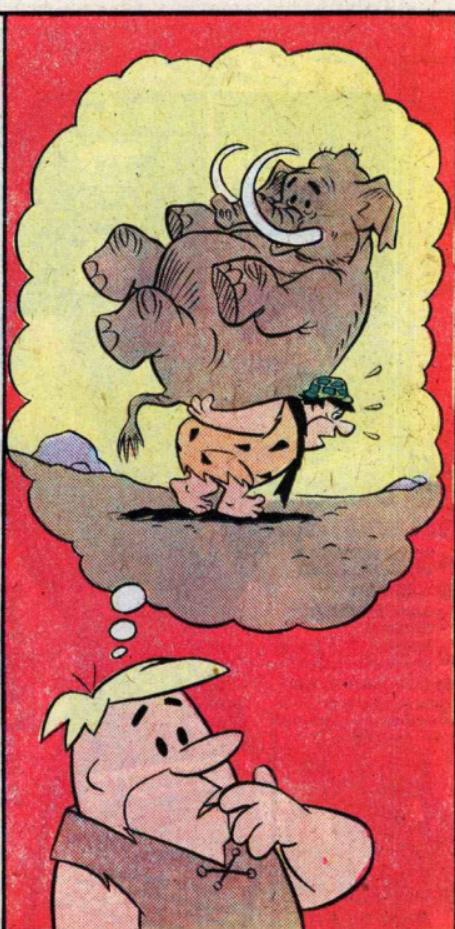
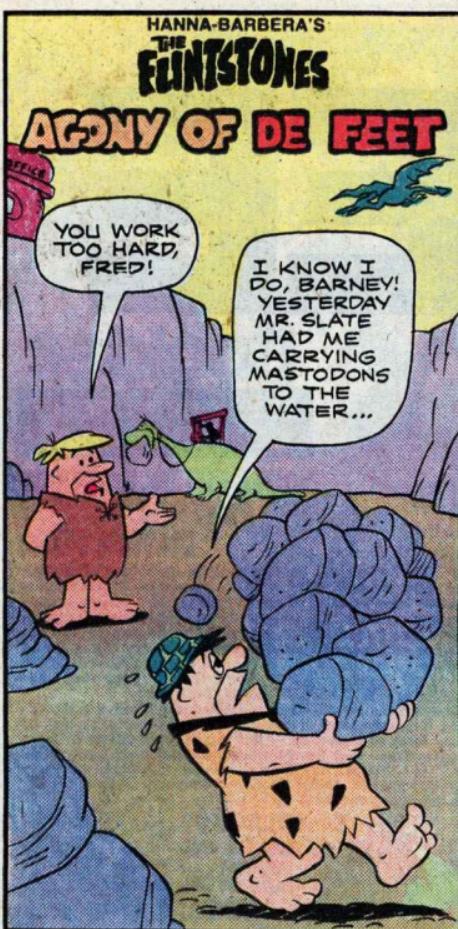
OH, IT MAY  
TAKE A  
LONG  
TIME...

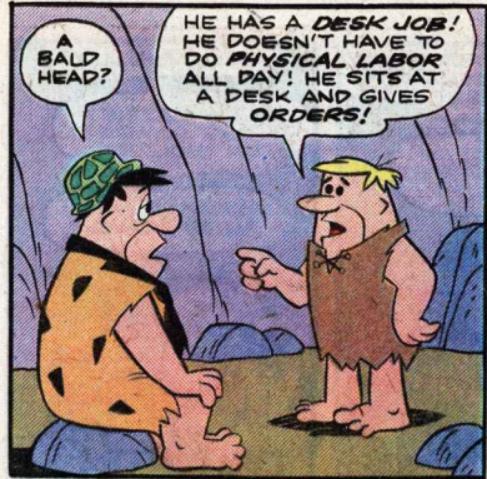
...AT  
LEAST  
FOUR AND  
A HALF  
SECONDS!

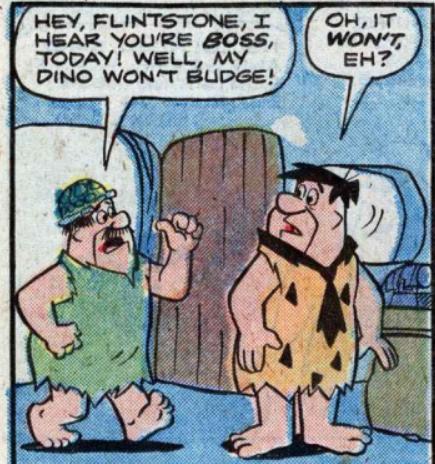
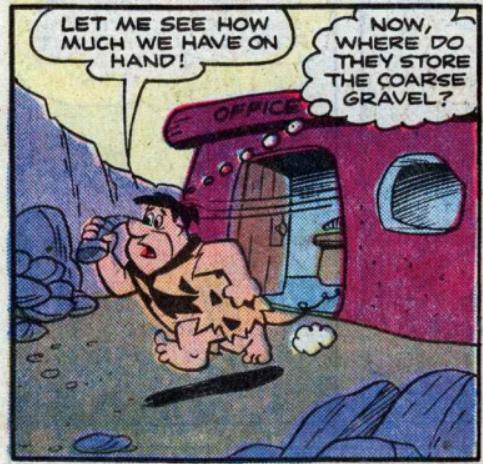


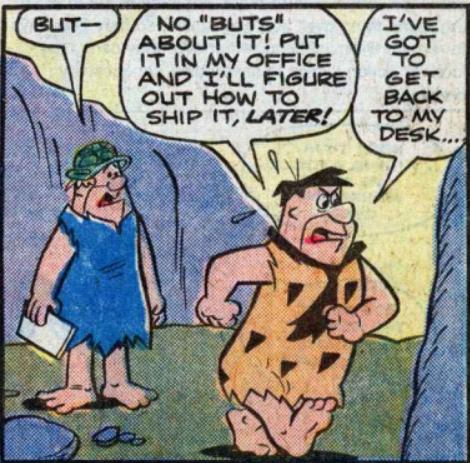
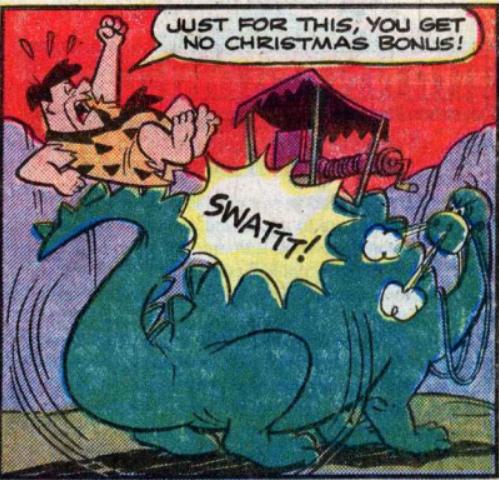
HANNA-BARBERA'S  
THE FLINTSTONES

# AGONY OF DE FEET









# HANNA-BARBERA

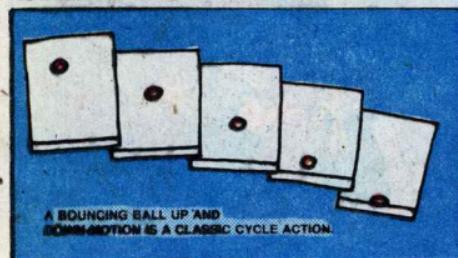
## RECYCLING ANIMATION

Hey, out there, glad to see you! This is Wally Gator... and I'm here to talk to you about the Funtastic Recycling World of Hanna-Barbera. We all know about the recycling of cans, bottles, papers and water, but not many folks know that the animation business has been recycling for many years.

You probably also know that when you see me and my buddies acting on movie and TV screens we're really a lot of still drawings arranged in a sequence of positions. When the series of drawings is flashed at the rate of twenty-four pictures a second an appearance of motion is created. That's no secret, because all motion pictures are really a series of still drawings. Artists like to draw, but it is not fun to draw the same thing over and over again, so they find ways to recycle their animation whenever they can. They look for action cycles to save doing unnecessary drawings.



A simple cycle action that is easy to draw is a turning wheel. The illusion of a fast-moving wheel can be accomplished by simply using three drawings over and over again for as long as needed. A spoked wheel is made to move by making enough drawings between spokes to give the slow turning effect wanted. again, only a few drawings are needed to get a continuous flow of action.



A BOUNCING BALL UP AND DOWN MOTION IS A CLASSIC CYCLE ACTION.



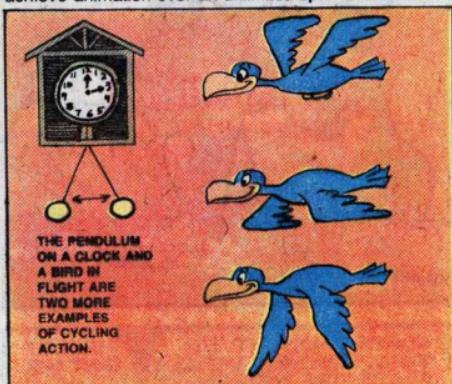
A WINDMILL IS ANOTHER GOOD EXAMPLE.

All kinds of actions can be found which have similar applications for re-using drawings in a cycle action. It might be a turning phonograph record, a spinning top, a whirling lasso, a windmill, an airplane propeller, or just about anything that turns in a regular pattern.

There are still many other actions that can become cycles even though they don't turn. A pendulum on a clock is a good example. Once the drawings have been made for a left to right motion, they can be repeated for the right to left action.

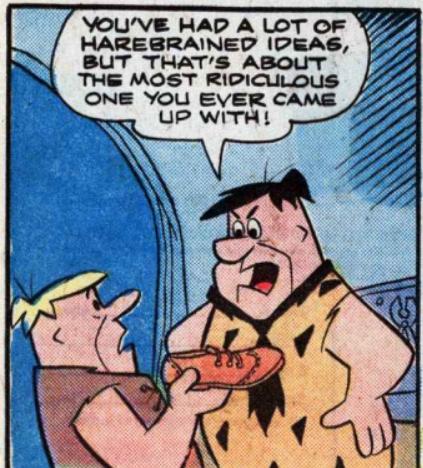
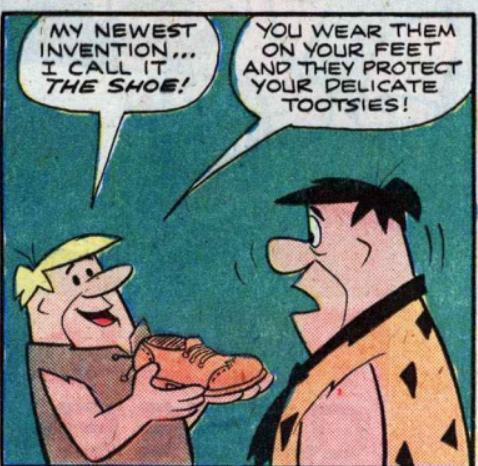
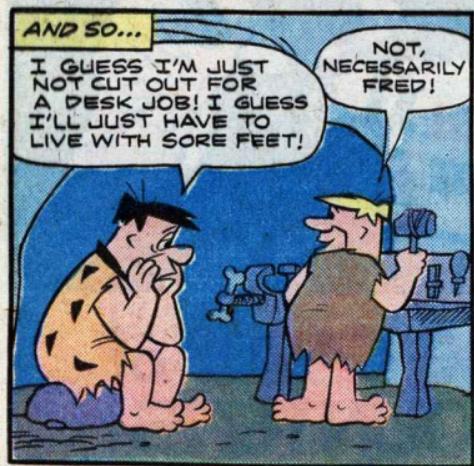
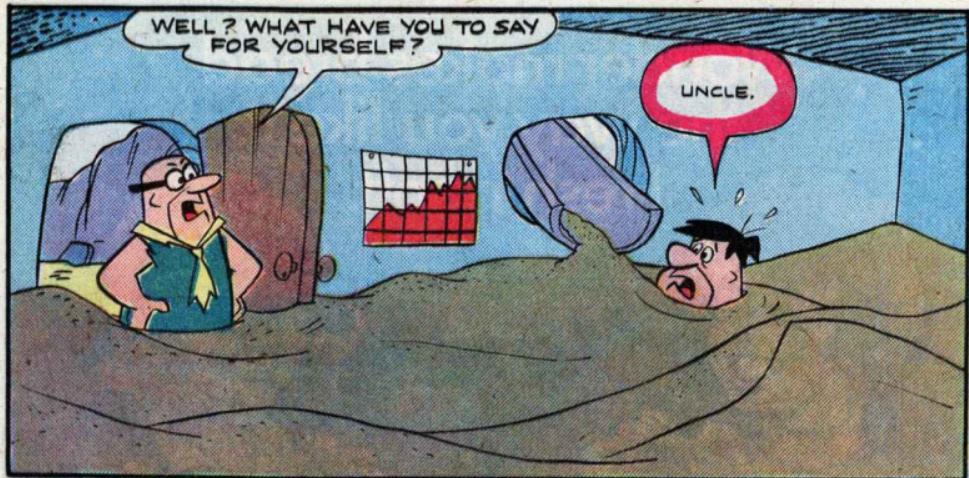
A bouncing ball up and down motion is a classic cycle action. This suggests other similar movements such as a yo-yo, or a monkey climbing a string.

One-direction cycles are often used in animation. A dripping faucet is a good example. A gushing stream of water is the same kind of cycle technique, as is falling rain and snow, a flowing river, a sea of waves, a geyser, puffing smoke, a sparkling star or a flaming rocket's jet. All of these actions use a few drawings to achieve animation over an unlimited span of time.

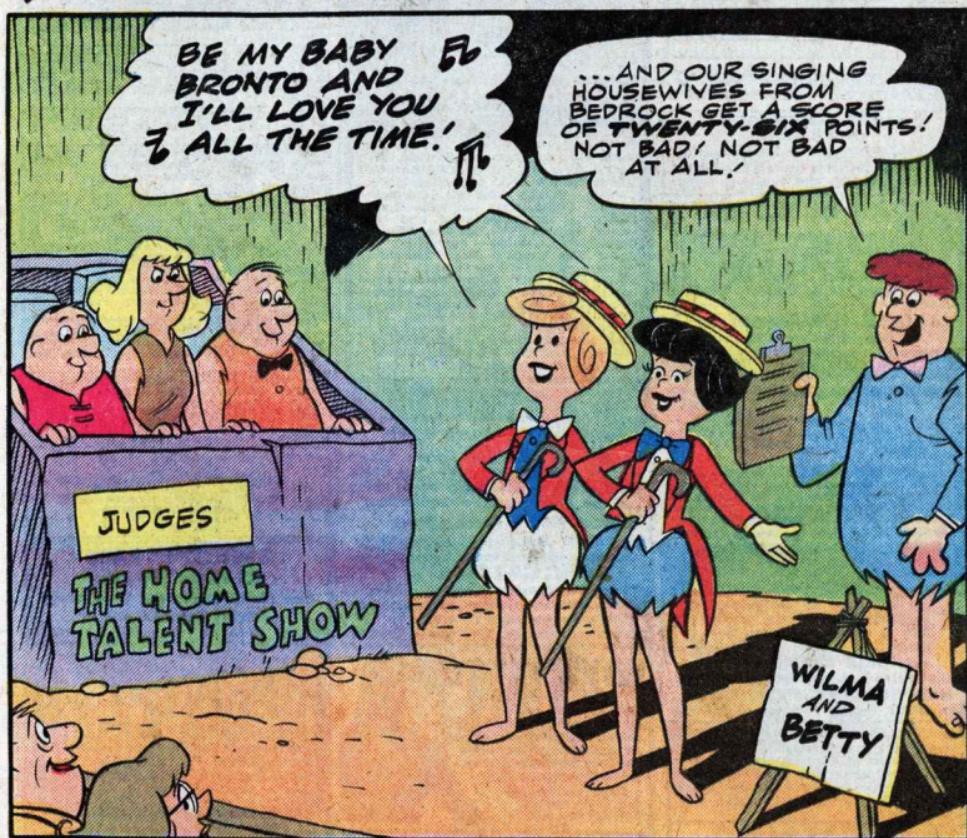


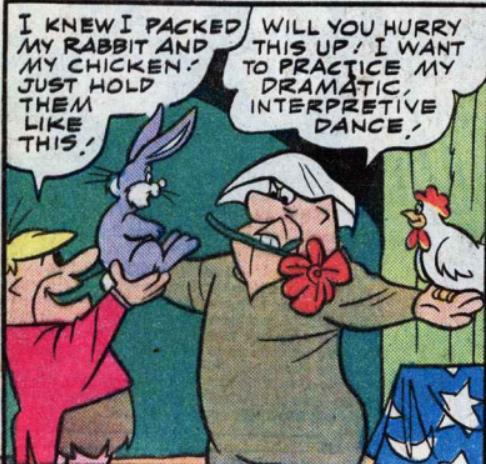
THE PENDULUM ON A CLOCK AND A BIRD IN FLIGHT ARE TWO MORE EXAMPLES OF CYCLING ACTION.

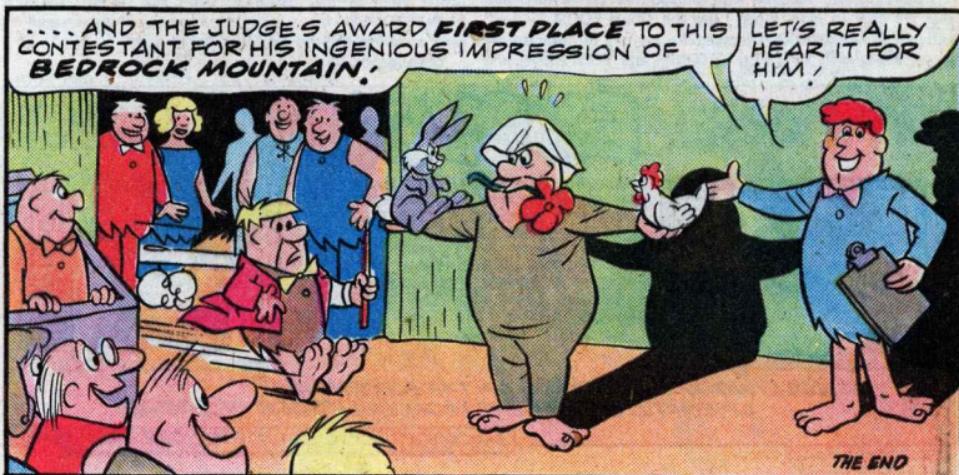
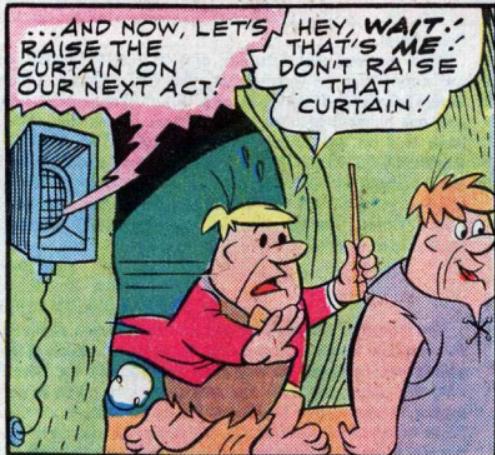
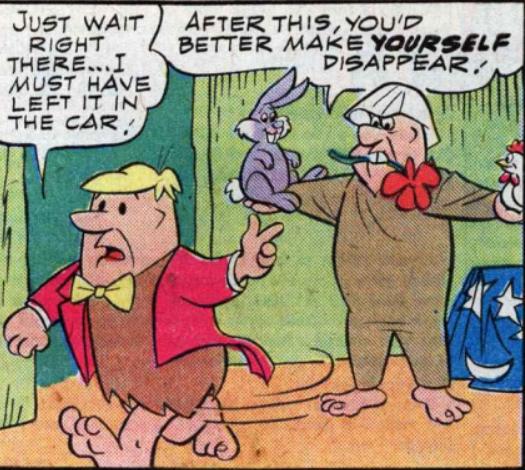
Action of characters often falls into cycle patterns also. A bird flying, a fish swimming, a person rowing a boat, swinging, crawling, walking or running, are all repeatable actions. For example, when you see me running very fast, the animator may need only four drawings of my legs in running position. By using the same four drawings over and over, the illusion of a long continuous run can be achieved. A normal walk may only need twelve drawings, while a very slow stroll might take twenty-four. But with these basic drawings I can be shown in action for as long as necessary, with no more drawings being made. So you see, that's what we mean by cycling and recycling animation in the Funtastic World of Hanna-Barbera. That's all for now. Watch for more stories about us. So long, I'll be cycling off!



## THE FLINTSTONES HIDDEN TALENT







HANNA-BARBERA'S

# YOGI BEAR

## UNUSUAL PROSPECTS

I'M AFRAID YOU WON'T FIND ANY VALUABLE MINERALS HERE IN JELLYSTONE, SIR!

WELL, I SURE AIM TO TRY, SONNY!

OBSERVE, MY FURRY FRIEND...  
A PROSPECTOR HARD AT WORK!  
HE'S PROBABLY LOADED DOWN  
WITH PIC-A-NIC TYPE GOODIES!

THE RANGER  
ISN'T GONNA  
TO LIKE THIS,  
YOGI!

I ALWAYS SAY "THE  
RANGER ISN'T GONNA  
LIKE THIS" AND THE  
RANGER NEVER DOES  
LIKE WHATEVER IT IS...

BUT, SOMEHOW,  
THAT NEVER  
STOPS YOGI!

CARE TO SEE A FOR-  
REAL MAP TO ALL THE  
GOLD IN THESE PARTS,  
FORTY-NINER? IT'LL ONLY  
COST YOU ONE PICNIC  
BASKET!

I'M NOT  
LOOKIN'  
FOR GOLD!

DID I SAY "GOLD?" I'M SORRY—  
I MEANT TO SAY "SILVER!"  
THIS IS A MAP TO FIND  
SILVER!

SELL IT TO  
THE LONE RANGER!  
I'M NOT LOOKIN'  
FOR SILVER,  
EITHER!

